

KLASSIKER DER SPIELEGESCHICHTE

06 XEVIOUS

10. JUNI 2010



Spielanalyse

Formale Elemente

Spieler

Ziele

Abläufe

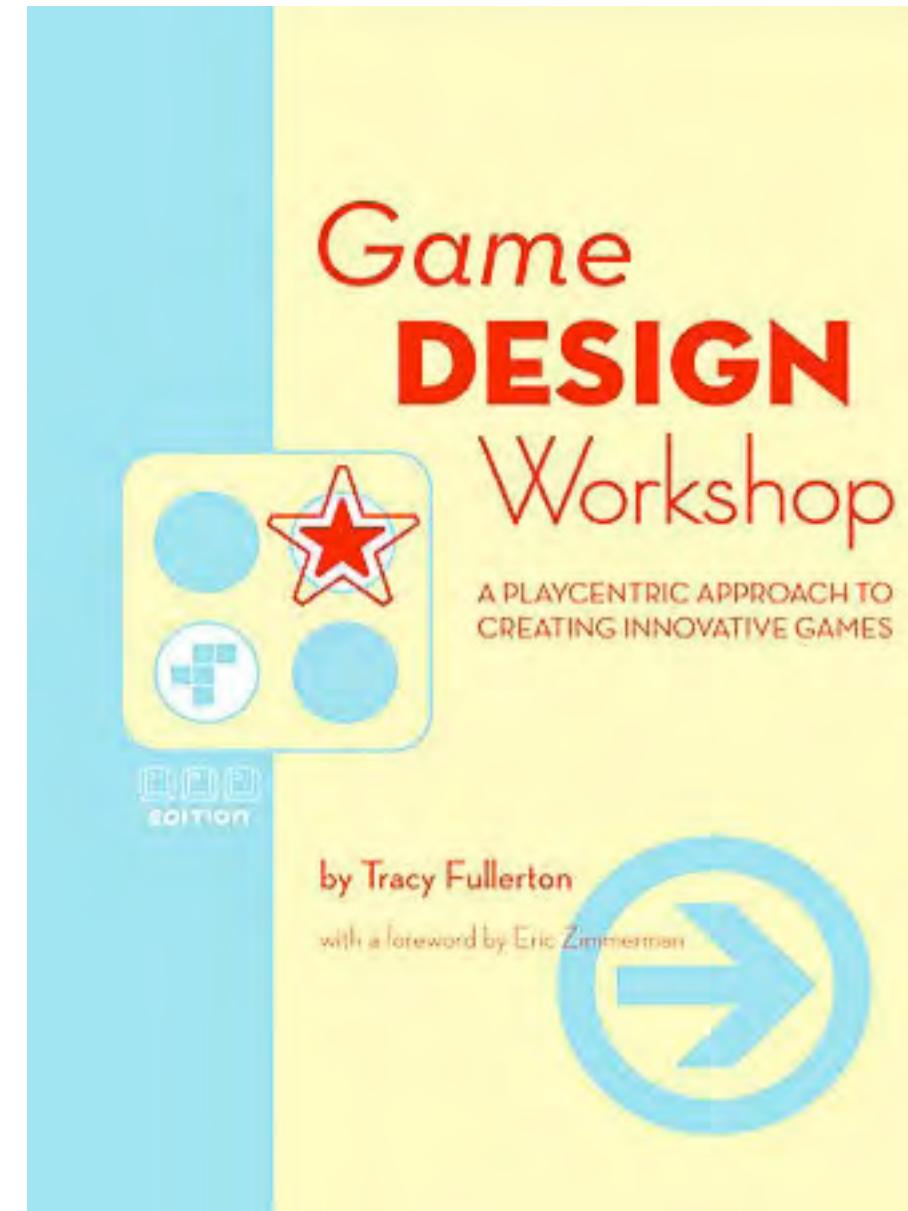
Regeln

Ressourcen

Konflikte

Grenzen

Ergebnis



Dramatische Elemente

Herausforderung

Spiel

Hintergrund

Charakter

Geschichte

Welterzeugung

Dramatischer Bogen

1UP

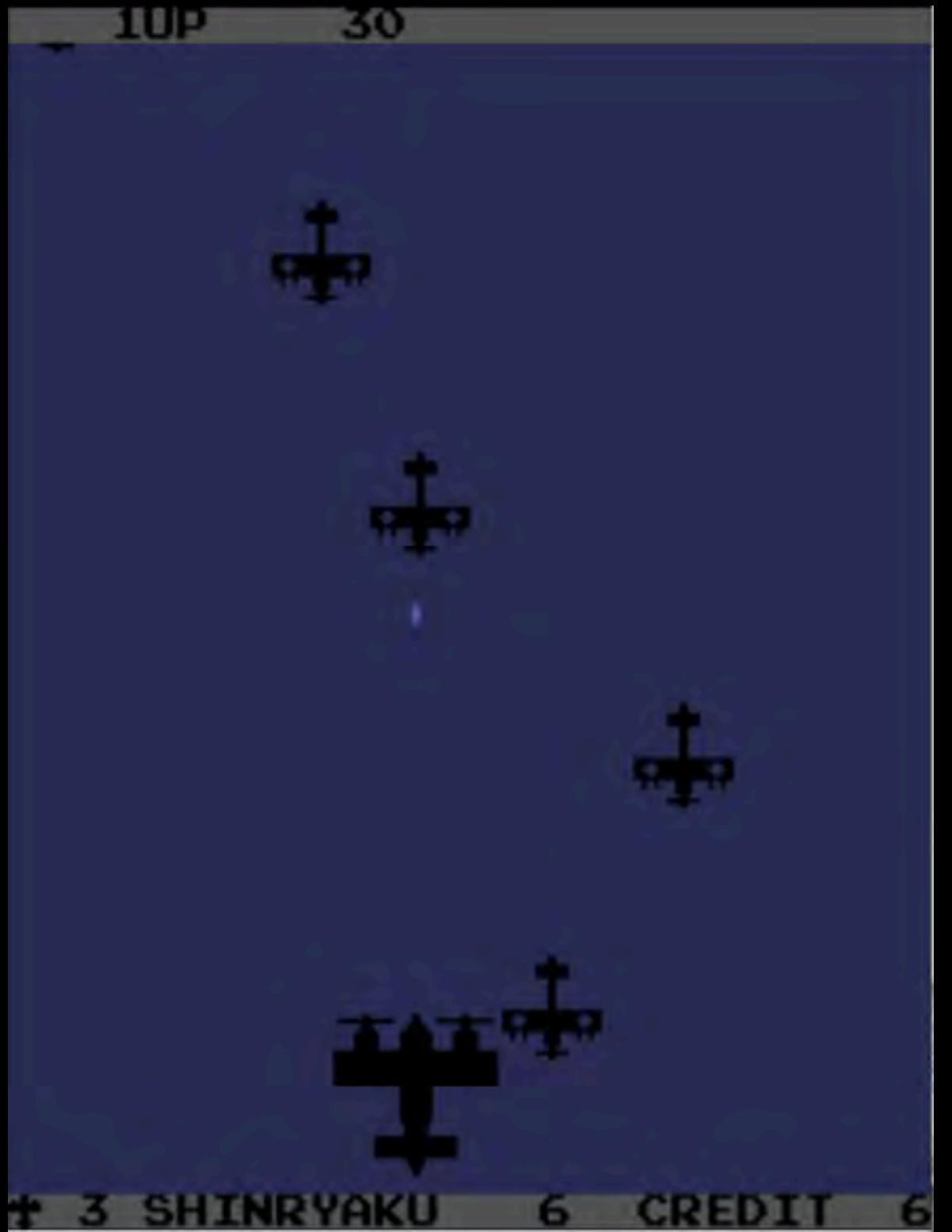
600



Single Screen Shmups



Galaga 1981



SOS, Namco 1980

Vertikalscroller Vorgänger



Sky Raider, Atari 1980



Zoar, Tago 1982

Xevious

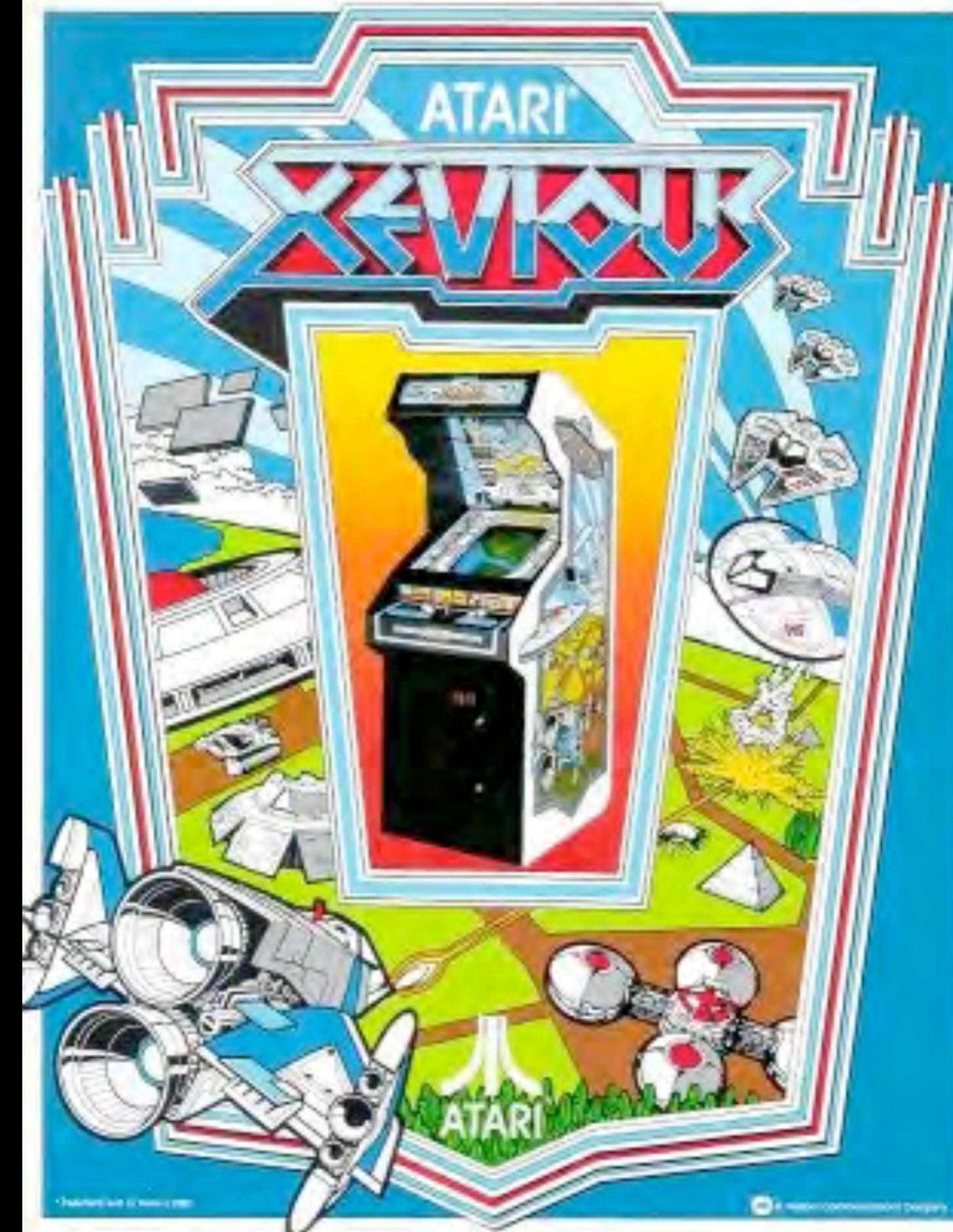
1982





Cabinet







スクリールする画面。!!

この奥にどんな謎が隠されているのか?



森林、草原、川、港、海、飛行場、
ナスカの地上絵…とバックが流れ
ていく。空中からはトロイドが
襲来し、地上からはログラムが攻
撃てくる。次にはどういう場面が
展開するか、何が襲撃しているか?
プレイヤーはいやがうえでも期待
に胸が高鳴る。!!



A-1攻撃終了後、海上を航行、フル
ケン模式が発生。



A-2入はを機に見ながら航行。ジ
アラ編隊がやってきた。!!

トロイドの飛びかうなか、クロフダ
ーを攻撃。
命中して大爆発するクロフダー。

敵浮遊要塞アンドア ジェネシス

エリアが進むと、敵の浮遊要塞アンド
ア ジェネシスが出現! 巨大な
その姿はまさに巨巣。アンドア
ジェネシスをいかに攻撃するか?
クライマックスだ。



中心核(コア)

ここにブロスターを命中させると、要塞
の機能は完全に停止。

砲台(アルゴ)

ここからは激しく攻撃てくる。これをい
かにかわすかがポイント。

●ソルバルウ

得点が20,000点と60,000点に達すると、ソル
バルウが1機ずつ追加。さらに60,000点ごとに
1機ずつ減る。

攻撃性・操作性アップ!!

ゼビウスには、空中物・地上物攻撃用に2つのボタンがあり、ソルバルウ
(マイスロップ)は8方向レバーで操作する。

●8方向レバー

手元にソルバルウが動くため、
プレイヤーは思うまま操作できる。

ザッパー

空中小物攻撃用。1画面あたり3Rも
連射でき、攻撃力が段階的にアップ。
なお、フルオートでも発射できる。

ブロスター

地上物攻撃用。照準を合わせて発射。地上物のはうが最高得点。

●ホーム入れ
ベスト5のホーム入れは、レバーで文字を選び
ザッパボタンで入力。さらに、ブロスターボタン
を押しながら入力すると、なんと小文字でも表
現OK!!

●高さ 603cm (+100cmまで調節可)

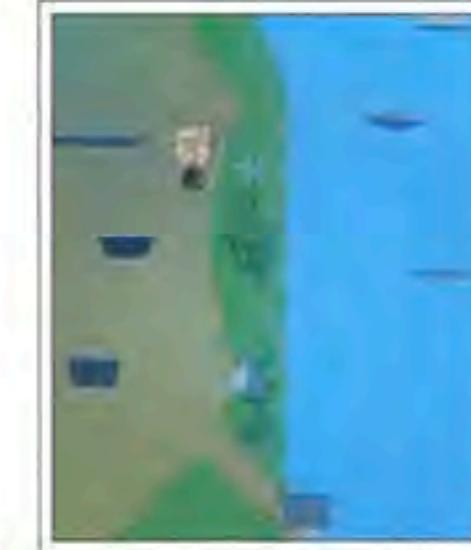
●横幅 863cm ●奥行 563cm ●重量 62kg

●使用電源 AC100V ± 10V (50/60Hz)

●消費電力 101W ●1人1ゲーム 100円(切替可)

●ブラウン管 18インチカラーモニター

Xevious, the Challenge of a Lifetime.



Many eons ago, an advanced
technologically oriented civilization
was forced to evacuate the Earth
prior to the Ice Age. Now, these
Xevious people are returning to re-
claim their heritage through conquest.

This is the scenario in which the
player will find himself in XEVIOUS,
the latest coin video game sensation
from Atari. At the controls of his
Solvalou super spacecraft, the player
must defend his planet from the inva-
sion and possible takeover of the
Xevious aggressors.

The Xevious people mount a
fierce attack in the air and have al-
ready secured certain locations on
Earth, so the player is bombarded
both from air and land. Flying a
search and destroy mission, the play-
er cruises over the scrolling land-
scape, bombing the Xevious ground
entrenchments by centering his
bombsight over each and zapping the
air targets that come into range.

The player faces 32 different en-
emy targets on both the land and in
the air. A flotilla of flying mirrors forms

an impregnable opponent that repels
the player's shots. These resistor
shields cannot be destroyed by the
player's fire power, but a collision with
one of them will prove fatal.

After battling his way through
wave after wave of enemy forces—
each made more menacing through
the advanced game graphics of the
color raster—the player encounters
the monumental controlling force of
the Xevious offensive, the Andor
Genesis Mother Ship. A direct hit to
her central reactor will disable her, but
the player should not be lulled into a
false sense of security. Xevious forces
will soon appear and renew their at-
tack with increased determination.

Unique Game Play Feature. The
Xevious challenge is always new. The
computer program self-adjusts the dif-
ficulty level of game play to the ability
of the player at the controls—moment
by moment. No other game allows for
such diverse game play, as no wave
is ever the same. With this self-per-
centaging feature, Xevious provides a
unique competition between the play-

er and a "smart" computer that actu-
ally responds to player input.

Operator Options.

Game Difficulty. 4 different operator-
selectable difficulty settings are avail-
able: Easy, Average, Hard and
Expert.

Game Lives. Operators may select 1,
2, 3 or 5 player ships.

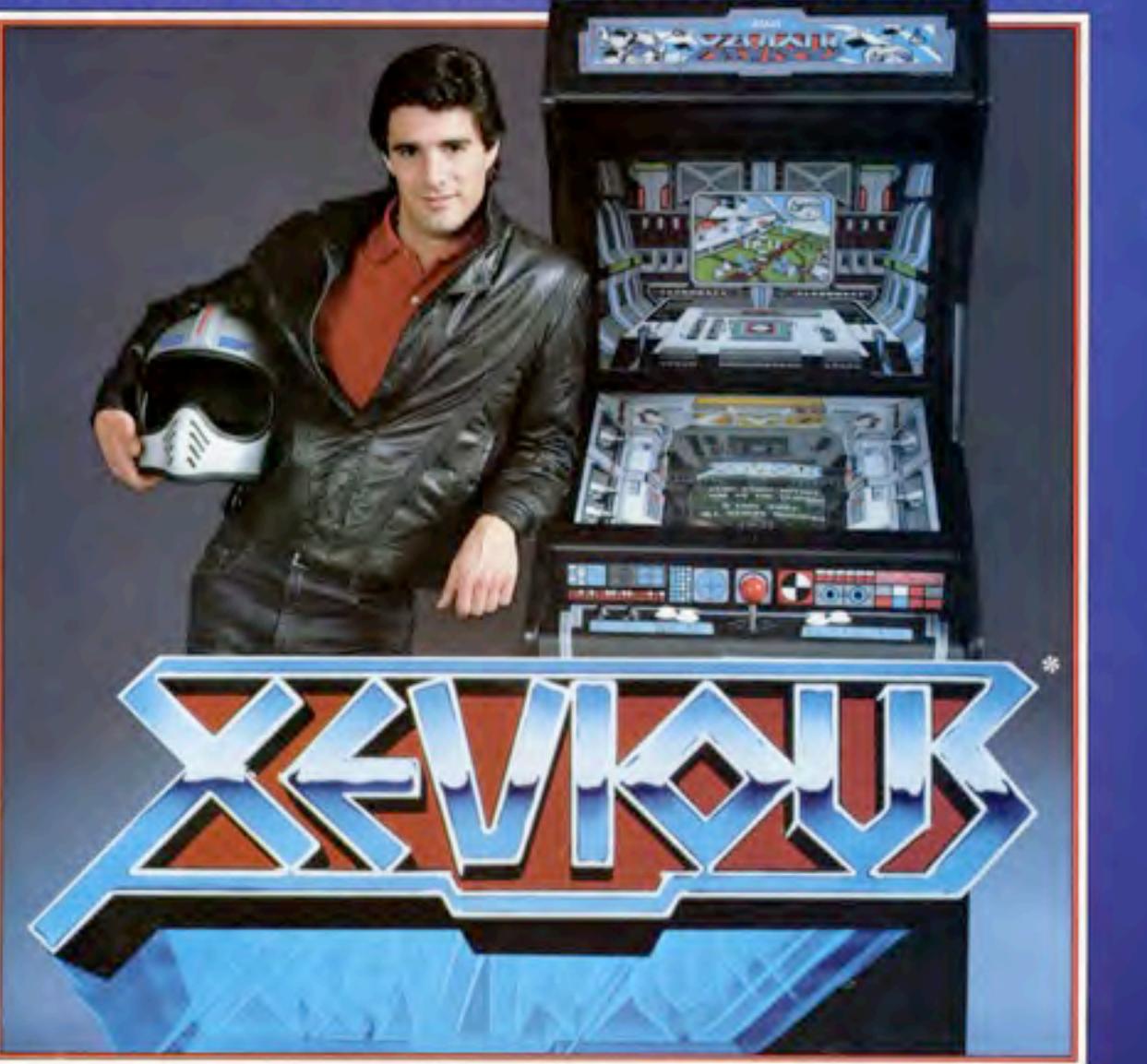
Bonus Levels. The operator has up
to 15 different bonus options avail-
able. If the operator chooses 1 to 3
player lives, there are 8 different Bon-
us settings available, including No
Bonus. If the operator chooses 5
lives, an additional 7 Bonus settings
are available.

Self-Test. Allows operators to check
game switches and computer func-
tions.

Coin Modes. There are 16 different
coinage modes available, plus Free
Play.

Dimensions. Height: 72", 182.9 cm.;
Width: 25.25", 64.2 cm.; Depth:
35.75", 91.2 cm; Weight: 305 lbs.,
138.4 kg.

THE ATARI EDGE: MEDIA BLITZ BLASTS OFF XEVIOUS*



"Solvalou One to Base Control."
"Roger, Solvalou One."
"I see the forces of Xevious now."
"You're on your own."

The XEVIOUS invasion is here! Thousands of operators took control of the SOLVALOU super space fighter at the A.O.E. Millions of players have rocked with excitement from watching the Xevious TV commercial on major networks in selected markets and on national cable Music Television. They've experienced blast after blast of radio spots on their favorite stations.



ADVERTISED ON NATIONAL TELEVISION AS THE
ATARI GAME YOU CAN'T PLAY AT HOME!

XEVIOUS is the first coin video game to receive major consumer advertising support in many metro markets. The result is excitement and demand for this super sci-fi video fantasy right now. So be ready. Because players will be invading your locations any minute.

Cash in on the XEVIOUS media blitz. Contact your Atari distributor now to catch all the profit action. Or contact us for referral at Atari, Inc., 790 Sycamore Dr., P.O. Box 906, Milpitas, CA 95035. Get the Atari Edge. You need it now more than ever.



*XEVIOUS is engineered and designed by Namco Ltd. Manufactured under license by Atari, Inc. Trademark and © Namco 1982.

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THE ATARI EDGE: NEW PROFITS.



The Atari Edge means new ways to make money—the incredible new ATARI XEVIOUS is one of those opportunities you've been waiting for. Unbeatable state-of-the-art video graphics, non-stop action and challenge makes XEVIOUS a high return on investment opportunity you can't afford to miss.

Your players get the Atari Edge too. With action so real, they don't just play a game, they live the adventure!

Controlling a SOLVALOU super space fighter, the player flies a search-and-destroy mission to win back the world occupied by the returning Xevious people, an advanced civilization forced to escape Earth during an impending ice age eons in the past.

The player maneuvers over constantly changing terrain, bombing Xevious



*XEVIOUS is engineered and designed by Namco Ltd. Manufactured under license by Atari, Inc. Trademark and © Namco 1982.

ground targets like the BARRA energy station pyramids, GROBDA tanks and zapping air opponents like the ZOSHI death squad, the awesome ANDOR GENESIS mother ship and more—an endless array of enemy ground and air targets. The challenge never ends. Because as the pilot gets better, the enemy gets trickier and trickier.

Get ready for devious XEVIOUS! It's the Atari game they can't play at home.

Step into the Next Decade. Ask your Atari distributor about the incredible XEVIOUS now! Or contact us for referral at Atari, Inc., 790 Sycamore Dr., P.O. Box 906, Milpitas, CA 95035.

Get the Atari Edge. You need it now more than ever.



A Warner Communications Company

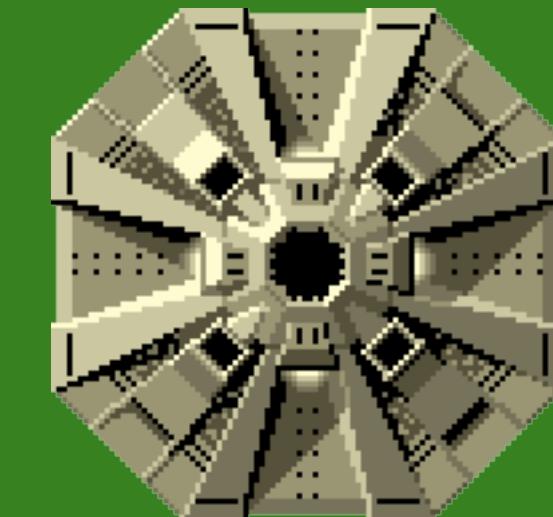
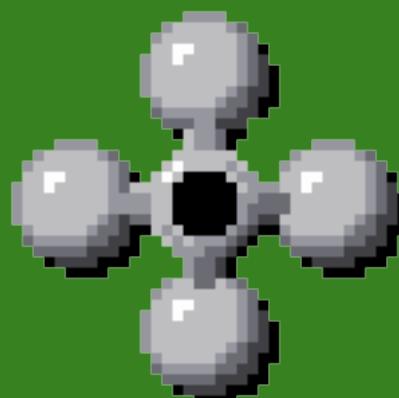
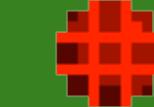
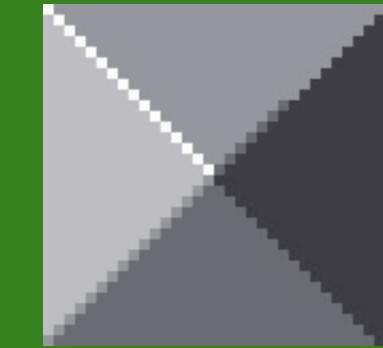
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Spielelemente

http://strategywiki.org/wiki/Xevious/Getting_Started



Solvalou



Easter Egg



Karte



Area 1

Area 2

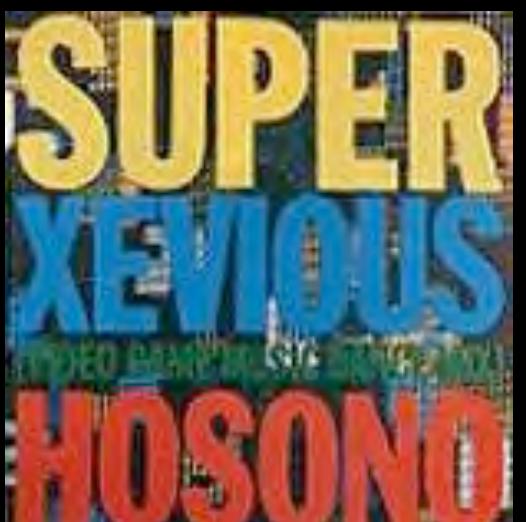
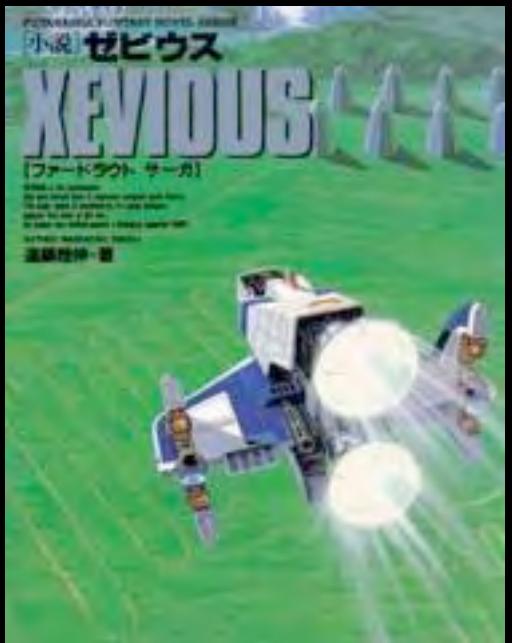
Area 3

Area 4



Story

Masanobu Endoh



0	/	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
/	<	A	4	7	Z	7	2	V	L	N	Q	F	E	R	O	
a	i	u	e	o	c	f	j	l	q	v					x	
\	>	Y	5	S	H	3	N	K	N	R	E					
d	k	s	t	n	h	m	y	r	w	g	b		z	p		
X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

0	/	Zop	4	
1	<	Ah	8	0
2	A	Sheo		2
3	4	Oli		1
4	7	Xevi		
5	Z	Ref		
6	7	Far		
7	2	Sopia		
8	V	Gau		
9	L	Ruq		
A	W	Pusto	V1	= shift + A
B	Q	Piq	V2	= shift + B
C	Z	Veeo	V3	= shift + C
D	E	Phes	V4	= shift + D
E	F	Solita	V5	= shift + E
F	G	Kurto	V6	= shift + F

a	b	c	d	e
\	X	X	X	<
f	g	h	i	j
N	X	X	>	5
k	l	m	n	o
X	N	X	X	N
p	q	r	s	t
X	R	K	X	X
u	v	w	x	y
L	K	K	Q	3
z				

~
N shift + N





Condor, Nazca (Peru)

Some of the best—and most important—features of Xevious are carefully hidden in the game. Secret targets hidden at certain points in the terrain can earn you extra turns or thousands of points. These targets always occur in the same places, but the only clue you'll have to their position is a red glow in your bombing sights when you're directly over them.

One type of hidden target is the flags. Each flag lies along a horizontal line across the terrain, and can only be uncovered by dropping a bomb directly on it. Since the flags are not always at the same points on the lines, you must drop bombs all across the screen to find them.

When a bomb hits a hidden flag, the flag will suddenly appear with a small S next to it. Exposing the flag earns you 1000 points, but the real value of the flags comes when you pass over one—an extra turn is awarded for each flag you pass over.



The first flag in the river.

The first flag can be found along the leading edge of the river shown above. It usually is hidden in the left half of the screen, so start bombing in the center and move

out to the left. Drop a bomb every $\frac{1}{2}$ " until you see the flag, and then pass over it.



The second flag near the inlet.

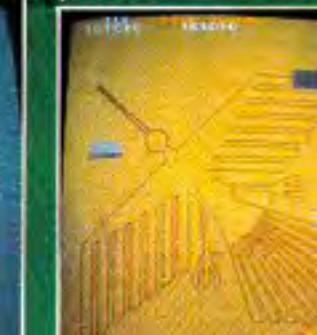
The second flag lies along a line through the mouth of the inlet shown above. It is usually found in the right half of the screen, so start at the center and bomb to the left until you uncover it.



The third flag at the pier.

The third flag occurs in the large ocean after the Mother Ship. It lies along a line through the end of the longest pier. It can be anywhere on this line, so start bombing at one edge of the screen and continue all the way to the other edge. If you drop a bomb every $\frac{1}{2}$ ", you'll have just enough

time to search the entire width of the screen before the scrolling action moves your Solvalou past it.



The first group of four Sol Citadels can be found in the small clearing shown above, just before the second Mother Ship.

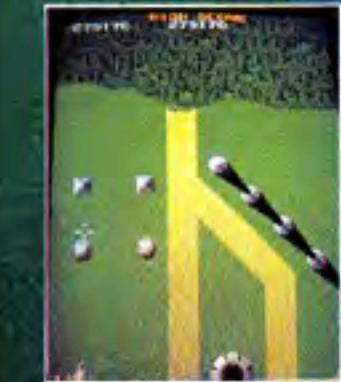
There are four citadels in this group, so it's worth 16,000 points. A crystal snowstorm always occurs at this point in the game, so take that as your cue to watch for the telltale glow in your bomb sights. When you reach the citadels, drop four bombs to uncover them and then four more bombs to destroy them.



There are eight citadels in the second group, which occurs just after the third large bird that appears in the terrain. You can use the bird's foot and leg to guide your

Solvalou to these citadels; just fly over the leg and continue up the screen until your bomb-sights glow. This will be the lower left citadel in the group. Drop a bomb on this one and then move to the right to find the other seven.

It is not possible to uncover and destroy all eight citadels in this group before they scroll off the screen, so you must decide how many to attempt. You can either uncover all eight and then bomb as many as possible (up to four), or uncover six citadels and destroy all of them. Either one of these approaches will earn you up to 24,000 points, the maximum possible on this group. Don't be discouraged if you get less than this total; it's very hard to get 24,000 on this group.



The next group of citadels is much easier. There are only four again, and they come at the end of the third set of flying shields (rotating walls). Watch for where the two

roads come together just before the forest, and drop your bombs along the top edge of the slanted section of roadway. As in the first group, uncover all four citadels before destroying them.



After the fourth group of citadels, your score will be over 300,000 points. This brings you close to the end of the terrain, which occurs around 400,000 points. After the end of the terrain, the game starts over again with all of the hidden targets in the same locations again. But before you can go back to the beginning, you must pass through the biggest challenge in the game—four sets of defense sites and domes that will attack you with a barrage of shots that is almost impossible to survive. Although the folks at Atari probably thought this section was so hard that players would never get through it, it is possible to survive if you plan everything out.

Start with your Solvalou all the way forward on the screen, so that you can drop back and continue firing when the defense sites come on the screen. This will give you extra time to hit all of the other action on the screen.

It's best to move through each set of ground enemies in a sweeping motion that brings you to the right edge of the screen and then back to the left. You must slip in between many of the shots fired by ground enemies while you do this, and at the same time you must destroy enough of them to allow you to continue moving forward. The sets are a little over one screen length apart, so there is just enough time to get back in position and move forward after each set.



The Andor Genesis Mother Ship.

Versionen

540 44



Atari 7800



Amstrad CPC



Commodore 64



Game Boy Advance



Atari ST



NES Famicom



Sinclair ZX Spectrum

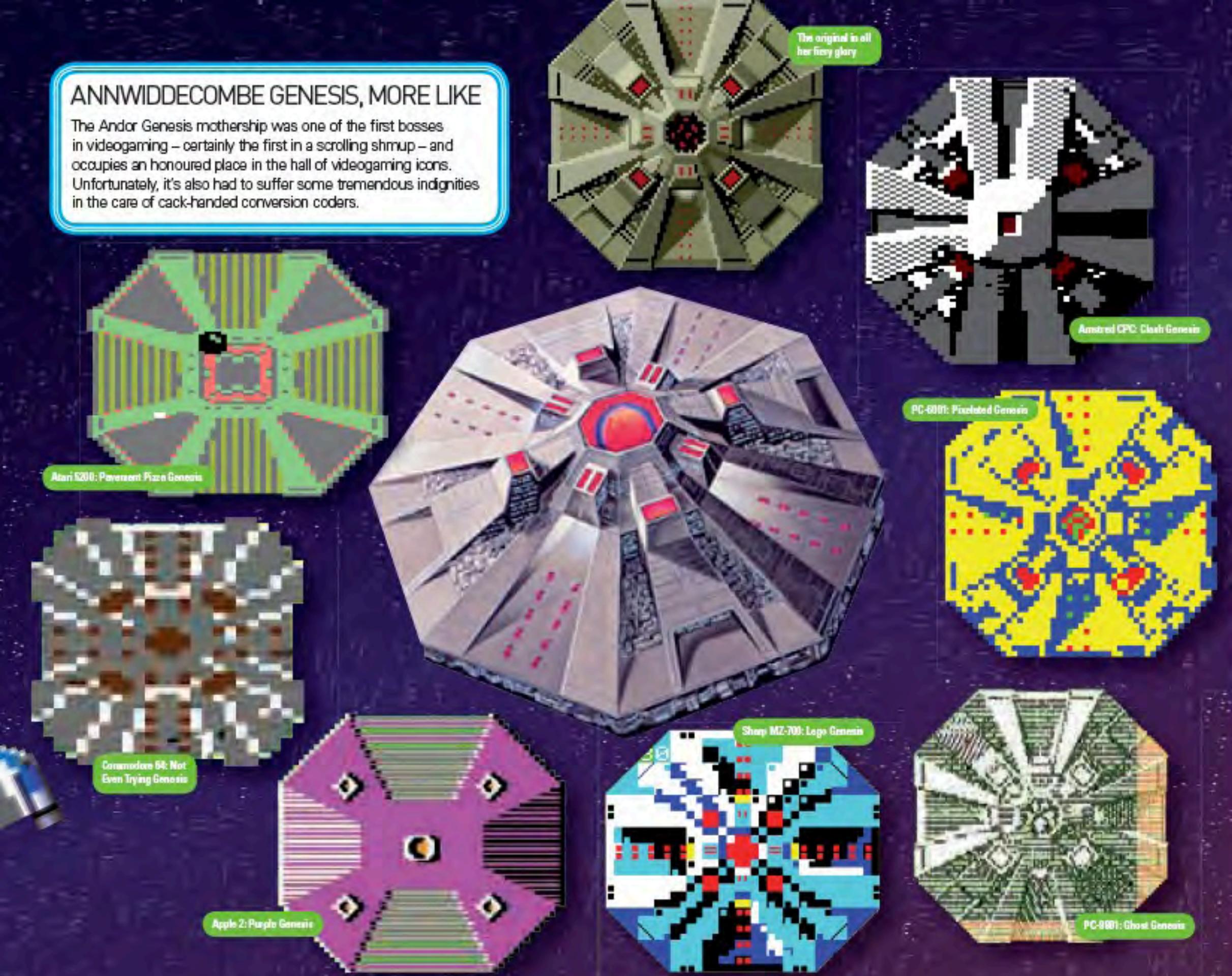


Atari 2600 (Prototype)

Endgegner

ANNWIDDECOMBE GENESIS, MORE LIKE

The Andor Genesis mothership was one of the first bosses in videogaming – certainly the first in a scrolling shmup – and occupies an honoured place in the hall of videogaming icons. Unfortunately, it's also had to suffer some tremendous indignities in the care of cack-handed conversion coders.



Nachfolger



Solvalou

1982 Xevious

1984 Super Xevious

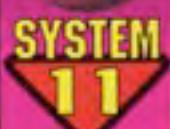
1991 Solvalou

1995 Xevious 3D

1995 Xevious Arrangement

待望のポリゴンシューティングゲーム遂に登場!!

銳意開発中



システム11採用



1996年新世代XEVIOUS発進!!

XEVIOUS 3D/G



最新の技術を駆使した
超美麗3DCG映像

テクスチャーポリゴン、モデルアニメーション、モーフィング、立体的な動きと多彩なカメラワーク、等々高次元映像がプレイヤーを魅了します。



多彩で手ごたえのある全7エリア構成! 戦略性も富んでる! 破壊感、爽快感抜群のパワーアップシステム!

2人同時プレイ可能! 途中参加もOK!

継続プレイ可能!

乞うご期待ください。

SPEC ●モニター: 横 ●コンパネ: ダブルコンパネ 8方向レバー×1、2ボタン

SHMUPS

family free

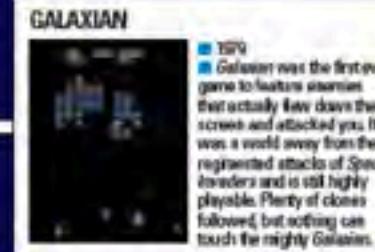
Shoot-'em-ups (or shmups, if you prefer) have been a staple of the arcade scene since the late Seventies. With games like *Psyvariar 2* and *Ikaruga* still proving popular with today's gamers, we felt it was time to look at some of the most influential vertical shooters to blast into our arcades.

No unauthorised copying or distribution



1982

■ 1982
■ It might look archaic by today's standards, but this was the world's first scrolling shooter and was horribly addictive to boot. Using your on-screen cursor you had to destroy as many objects as possible. Fortunately, they didn't fire back at you, but this was still challenging.



1979

■ 1979
■ Galaxian was the first ever game to feature enemies that actually flew down the screen and attacked you. It was a world away from the regimented attacks of Space Invaders and is still highly playable. Plenty of clones followed, but nothing can touch the mighty Galaxian.



1980

■ 1980
■ Now we're getting there. *Moon Cresta* featured many staples of current-day shooters, including power ups and different attack waves. A nice touch was the way your ship split into three to represent each of your available lives, but the last ship was absolutely massive.



1983

■ 1983
■ *Xevious* was one of the first shooters to have proper scrolling backgrounds (as opposed to the scrolling stars of many previous titles) and also enabled your craft to drop bombs. Super *Xevious* appeared in 1984 and featured tougher, more varied enemies.

HALLEY'S COMET



1986

■ 1986
■ Some games are way ahead of their time and *Halley's Comet* is a perfect example. Great-looking visuals, superb power ups and fantastic gameplay totally made you forget it was 1986. A brilliant blaster and no mistake, this is well worth tracking down.

SLAP FIGHT



1986

■ 1986
■ Like *Gundam*, *Slap Fight* featured a weapons bar from which you could select firepower by collecting a set amount of stars. This title had superb level design and a varied array of power ups that actually booted onto your ship. A later Mega Drive conversion was hideous.

1987

■ 1987
■ Capcom is second yet again, with *MDG* becoming the first shooter to feature an energy bar as opposed to multiple lives. It was even possible for players to share energy by flying over each other for a few seconds. *MDG* later got an update, but only in Japan.

BERMUDA TRIANGLE



1987

■ 1987
■ Not exactly a superb shooter, but any game that enables backwards scrolling is definitely going to be an eye-opener. *Bermuda Triangle* featured some nice chunky visuals, but not a lot else. Definitely worth a look, though we've never seen a home version.

ARMED FORMATION F



1988

■ 1988
■ While its organic look was blatantly borrowed from *R-Type*, *Armed Formation F* did feature a nice power-up system. It was possible to place your weapons in different positions in order to maximise your ship's effectiveness. What's shame the levels were so generic...

IMAGE FIGHT



1988

■ 1988
■ *Image Fight* by Irem is easily one of the toughest shooters we've ever played. There was a decent amount of weapons on offer and it was even possible to throw some, boomerang-style, at your opponents. Irem is still regarded as one of the premier shumup developers.

TRUXTON



1988

■ 1988
■ *Truxton* was an extremely solid shooter that was known as *Titan* in Japan. The game featured massive smart bombs, distinctive power ups and also received high-quality Mega Drive and PC Engine conversions. Well worth a play. *Truxton II* took the series even further.

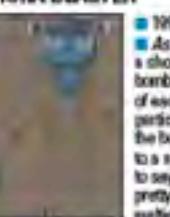
METAL HAWK



1988

■ 1988
■ Complete with its own custom cabinet, *Metal Hawk* was an excellent helicopter-based shooter that had a very distinctive look. Created by Namco, this title had fantastic visuals, great power ups and some superb scaling effects. A great alternative to the traditional shooters.

ASHURA BLASTER



1990

■ 1990
■ *Ashura Blaster* gave you a choice of different smart bombs at the beginning of each intense level. A particular favourite was the bomb that was linked to a space satellite. Needless to say, the end result was pretty spectacular and eye melting.



PHELIOS



1988

■ 1988
■ Capcom's *Phelios* was another shooter to place you on a mythical beast, but this time it was a Pegasus. You also sprouted wings later in the game and could play with a second player. Fairly generic nowadays, *Phelios* was a great blaster for its time.

VAPOUR TRAIL: HYPER OFFENCE FORMATION



1990

■ 1990
■ Multiple scrolling speeds, bizarre parallax and a great rock soundtrack were just a few of the features that separated *Data East's* superb shooter from its peers. Though reasonably tough, it was never unfair and is still good for a quick blast.

NEBULASRAY



1990

■ 1990
■ A stunning-looking shooter for its time, *Nebulasray* featured amazing pre-rendered backdrops and some extremely intense gameplay. The coin-op board is extremely hard to get hold of and goes for a fair price on eBay, but if you can find one you're in for a treat.

RAIDEN

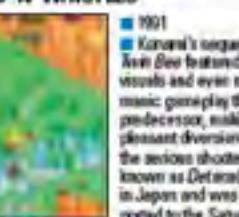


1990

■ 1990
■ *Raiden* managed to combine sick visuals with pulsating gameplay and intense enemy waves to create a gripping shooter. Such was its popularity it nearly received as many home conversions as Irem's classic *R-Type* and had plenty of sequels.



BELLS 'N' WHISTLES



1991

■ 1991
■ Konami's sequel to *Twin Bee* featured prettier visuals and even more music. Gameplay was predictably similar, making for a pleasant diversion from all the serious shooters. It was known as *Defensor* in Japan and was eventually ported to the Saturn.

SENGOKU ACE



1992

■ 1992
■ Take a flight through feudal Japan in this great character-based shoot-'em-up. Lovely design and some great music blended together to create a superb shooter. A sequel appeared in 1996 and was followed by *Sengoku Blade*. The third title appeared on the Saturn.

Vertical Shmups

SOS (1980)

Sky Raider (1980)

Zoar (1982)

Xevious (1982)

Xevios (1982)

Grobda (1984)

Super Xevious (1984)

Star Force (Mega Force) (1984)

1942 (1984)

Slap Fight (1986)

Twin Cobra (1987)

1943 (1987)

1941 (1990)

Raiden (1990)

Aero Fighters (1990)

Aero Fighters 2 (1994)

Gun Bird (1994)

Aero Fighters 3 (1995)

Strikers (1995)

Donpachi (1995)

Dodonpachi (1997)

Strikers 2 (1997)

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Strikers 3 (1999)

Ikaruga (2001)

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